

Amendments to the Specification:

Please replace the paragraph beginning at page 3, line 4 with the following rewritten paragraph:

In the first known game, the "go-until" or "do-until" bonus round can end quite quickly if the player selects a terminator early in the bonus round. The player blindly selects masked awards until selecting the bonus terminator, which is immediately displayed. The player knows nothing about the location of any particular award, and there is no logical incentive to select any particular masked award as opposed to any another_other masked award. Choosing a masked award also poses no risk to a previously accumulated award. That is, there is no incentive to stop selecting. The only logical course is for the player to continue selecting until selecting a terminator. The player's involvement in the bonus round and thus the player's level of enjoyment and excitement from the bonus round is thus limited.

Please replace the paragraph beginning at page 5, line 17 with the following rewritten paragraph:

If the player decides to forgo the initial award, and_elects to exchange, and selects the low valued award, the game reveals the intermediate award first, the selected low valued award second, and the high valued award third. If the player picks the intermediate award, the game reveals the low valued award first, the selected intermediate award second, and the high valued award third.